SURVIVALISM

- Starting Philosophy -

This philosophy book describes one perspective survivors might adopt to make sense of their world.

When a survivor adopts a philosophy:

- Gain the tenet knowledge and neurosis of this philosophy.
- Create the rank+ milestones by bolding the corresponding Hunt XP boxes on their arc survivor record sheet.
- Advance to the first rank of the philosophy.

Survivors cannot help but ponder the nature of their existence. All survivors must **ponder** if they are eligible or become eligible during the develop step of the settlement phase. This increases their philosophy rank by 1. Survivors can only advance once per lantern year.

Philosophy name

Neurosis and tenet, the defining values of this philosophy. Draw the tenet knowledge card and record its rules on the arc survivor record sheet. Add the tenet knowledge card to the settlement's knowledge deck if it is not already there, and record it on the settlement record sheet.

This represents the path a survivor's worldview follows. It shows Hunt XP milestones when the survivor must ponder, increasing their philosophy's rank.

The neurosis is a compulsive behavior of this philosophy. Record its rules on the arc survivor record sheet.

LIVE AT ALL COSTS

SURVIVALISM

NEUROSIS
Selfish

TENET
Tenacity

Hunt XP ☐ ◘ ☐ ◘ ☐ ☐ ◘ ☐ ☐ ◘ ☐ ☐ ☐ ☐ ☐ ◘

■ Adopt a Philosophy ■■ Rank+ ■■■ Rank+ ■■■■ Rank+ ■ Retired

Selfish: When you **encourage** another survivor, roll 1d10. On a 6+, you do not encourage. Keep your survival. You cannot encourage again this round.

If it is possible for your survivor to use **Meat Shield** to avoid harm, they must use it.

Proceed to **Rank 1** ▶

If you reach 12 Hunt XP and have never departed the settlement... you make a life-changing leap of logic! Proceed to the Divergent (Δ) rank of this book.

SURVIVALISM - ONLY YOU

You are alone. All that matters is your survival.
Adapt to survive. Gain +1 lumi and roll 1d10.

You fixate on one lantern, flinging stones at it until you can knock it down. When the time comes, you will get only one shot, so you must make it count. Gain **Accuracy Training**.

Your heart hardens to your fellow survivors as you imagine numerous scenarios in which you must choose yourself over them. A hard lump forms in your throat. You disgust yourself. You strike the ground harder and harder until the stone cracks beneath your bloodied fist. Gain **Desperate Strike**.

Your survival is in your hands alone. You must make them strong. Gain **Strength Training.** However, you exercise past the point of exhaustion and lose all your survival.

◆ **CC 5** - Prove it. You challenge everyone in the settlement to wrestle. Gain +1 courage.

CC 11 - Introspection
What is the point of surviving when everyone dies in the end? The idea sets your teeth on edge. Gain a random , a random , and +2 lumi.

SURVIVALISM - TRUST FEAR

Survivors and their tools are feeble. No one and nothing can protect you, so you give in to fear. It electrifies your exhausted body. Gain +1 lumi and roll 1d10.

1 Your knees tremble unless they are moving.
Gain +1 movement and +1 systemic pressure.

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2 3 4 5 You cast your eyes around the settlement and see nothing but threats to your survival. Fear extinguishes love. You will throw anyone in the monster's path if it means saving yourself.
Gain **Meat Shield**.

◆ **CC 9 -** You tap your guilt and paranoia to construct a decoy out of lanterns and debris. You practice swapping places with it and using your body weight to roll behind it. Gain **Tumble**.

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6 7 8 You practice keeping your eyes open while they are closed.
Gain **Death Sense**.

◆ **CC 16 -** You decide to always keep one eye open and one eye closed, so you may see both the seen and the unseen. Gain +1 evasion. Sadly, the open eye dries out. Suffer the **blind** severe head injury.

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9 10 You practice avoiding danger by diving between an imaginary monster's legs. You cut yourself on stone noses, but gain **Rolling Dive**. The next time you depart, gain a bleeding token.

◆ **CC 8 -** You cannot die if you cannot be hit. You must learn to will your body to move before you know why. Gain **Tumble**.

3 SURVIVALISM - USE THEM

No matter how much you train, you are always a breath away from death. Perhaps you can armor yourself with the frail lives of others.

Control your fellow survivors. Gain +1 Luminosity and roll 1d10. Gain another +1 Luminosity if you have **Meat Shield**.

1 You hear them coming, but it's too late. You wake up in total darkness, exiled for your selfishness. You are never seen again. Add **Bone Witch** to the timeline three years from now.

2 Your forehead is sick with sweat as you approach the others. Clumsily at first, you ingratiate yourself with persistent flattery. Gain **Demagogue**.

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6 ◆ **CC 11** - You offer insipid half-truths. But their belief, in turn, fills you with confidence. You gain +1 Luminosity. The next time you depart, all other departing survivors gain +1 Insanity.

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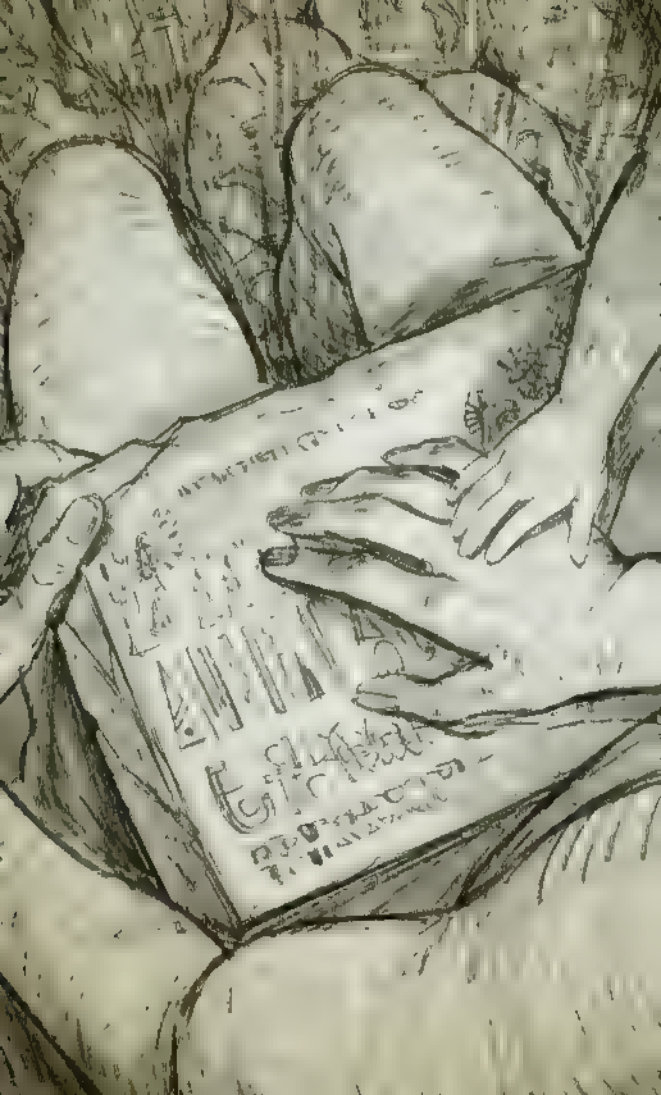
8 Expectant faces and warm smiles meet your gaze everywhere you go. Their stupid faces swim out of focus as tears steam down your face. Is this joy? You feel despicable. Gain +3 Luminosity.

9

10 ◆ **CC 18** - Your opportunistic nature is transparent, but the settlement accepts you! You feel a sense of belonging for the first time. Gain an observation in any of your knowledges.

CC 23 - Introspection
What are the limits of the settlement's trust in you? You decide to try and play matchmaker, just to see if you can.
The settlement may **Intimacy**.



SURVIVALISM - SURVIVAL BEYOND DEATH

What did you struggle for if it could all end in an instant? You refuse to let your life end with death.

Transcend survival. Gain +1 lumi and roll 1d10. Add +2 to your roll result if the settlement has innovated both **Family** and **Hovel**.

1–3 Your footsteps echo like a challenge as you walk into the darkness alone. You must surpass yourself to craft a legacy that survives forever. Skip the next hunt as you subject yourself to trial after trial. Gain +1 luck.

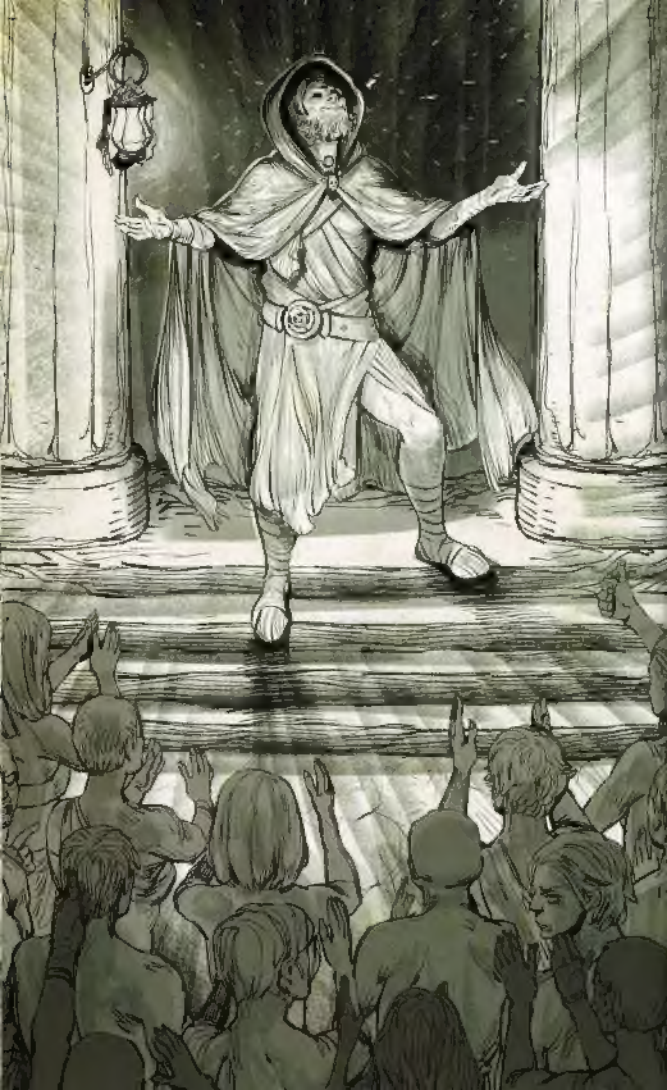
4–8 You decide the next generation is in need of your tutelage. If there is another survivor with less Hunt XP than you, gain the **Mentor** ability. If no one is available, you train by yourself and gain +1 strength.

◆ **CC 14** - Nominate another survivor with less Hunt XP. As your bodies slow from exertion, your minds quicken until you anticipate each other's attacks. You both gain **Evasion Training**. If you train alone, you still gain this knowledge, but you are filled with a deep emptiness. Gain +1 torment.

Mentor: Spend ✪ to nominate a survivor with less Hunt XP than you. They gain +2 lumi and +2 Hunt XP.
Limit, once per lantern year.

9–10 To secure eternal life, you must teach your peers to follow your way. Any survivor that does not already have a philosophy may adopt Survivalism this lantern year. If three or more survivors adopt Survivalism this way, your disciples challenge one another to improve. One of them may gain a knowledge of their choice from the Forum without spending lumi.

◆ **CC 21** - After you finish teaching the newer generation, a hooded knight approaches you in secret. The knight teaches you secrets that remain to be revealed. Gain **Death's Edge**.



SURVIVALISM - SHADOW ROYALTY

What starts as a creeping inspiration quickly spirals out of control. The others are tools, extensions of yourself that you can use as well as any dagger or shield. Just as you would sharpen a rock, you can stoke their pride or burn their dreams with a few well-placed words. You are already smarter. Everything that follows is only natural.

The settlement is your kingdom and the survivors your pawns. They will fight and die to serve your survival.

Gain the **Shadow Caesar** ability.

> **Shadow Caesar:** You control the settlement from the shadows. Every lantern year, you choose the departing survivors. You may nominate anyone to **depart**, even those who are retired or who could not otherwise.